



ELDERBRAIN

CROWN OF THE OATHBREAKER



PLAYER OPTIONS



CREDITS

First and foremost, a very special thanks to all of the backers who believed in us and made Crown of the Oathbreaker become a reality. You know who you are. Thank you for your kind and generous pledges, for contributing your ideas, likenesses, and for all the invaluable input you provided. Your constant feedback formed us into a community and wove this story to become rich and entertaining role-playing game content, of which we can all be proud and enjoy.

The Player Options contains all subclasses, feats, and spell from the Crown of the Oathbreaker adventure.

The over 900-page Crown of the Oathbreaker book is available at Elderbrain.com.



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PLAYER OPTIONS

SUBCLASSES

This collection of 36 subclasses features three for each base class in the Player's Handbook. Many are woven into notable NPCs and organizations in the Crown of the Oathbreaker adventure, whether they appear on the side of the characters, as neutral players, or as villains. Since many organizations and factions are represented, they can offer integrated hooks into Crown of the Oathbreaker for the players. Players may choose to follow any of them, even ones leaning towards evil or representing evil organizations if the DM allows and can implant into the story without spoiling anything from the adventure's plot. However, all subclasses can be used in any other adventure as standalone options.

BARBARIAN

Fear Rager

Taking advantage of one's weakness is a crucial tactic in combat. These barbarians learn how to instill fear in their enemies and exploit their opponents' hesitation when facing a raging menace. The disregard and disdain these barbarians feel for those who fear them gives them an extra surge of power as if they would feed on the fear they create. Many of the Vordani war tribes use this tactic to overcome their foes.

Demoralizing Blow. Starting at 3rd level, you can break the ferocity of those whom you attack. As a bonus action, you can choose a creature that you have dealt damage to with a melee weapon during your turn. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or have disadvantage on its melee attack rolls against you until the end of your next turn.

Terrifying Onslaught. Starting at 6th level, you can instill fear in the hearts of those you attack. As a bonus action, you can choose a creature that you have dealt damage to with a melee weapon during your turn. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened until the end of your next turn.

Culling the Weak. Starting at 10th level, you can take advantage of those who fear you. You gain advantage on melee attack rolls against frightened creatures and your melee weapon attacks score a critical hit against them on a roll of 19 or 20.

Intimidating Slaughter. Starting at 14th level, the fear in the eyes of your enemies intensifies your combat prowess. As a bonus action, you can make a melee weapon attack against a frightened creature and your melee weapon attacks score a crit-

ical hit against them on a roll of 18, 19 or 20. On a critical hit, all hostile creatures within 30 feet who saw your critical hit must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened until the end of your next turn.

Frenzied Mutant

Some tribes of savage barbarians keep some of their offspring in an almost feral state, training them to harness their rage in combat. When these children are initiated to the wrath of otherworldly entities the tribes venerate, they are infused with aberrant flesh that quickly spreads in their bodies like a parasite. These barbaric warriors learn a primitive way to graft their bodies to enhance themselves further with mutations that allow them to grow in power.

Grafted Appendages. Starting at 3rd level, you learn how to graft aberrant appendages into your body and use them to soak up damage from attacks. You gain 10 temporary hit points and +1 bonus to AC while you have these hit points. You regain these temporary hit points after a long rest.

Bone Claw. Starting at 3rd level, sharp, curved bone appendages grows out of both of your fore-arms that you can use to make attacks. The bone claws have a reach of 5 feet, can be used as part of an unarmed attack, and deal 1d8 + Strength modifier slashing damage on a hit.

Telepathic Terror. Starting at 6th level, you can telepathically project your rage into the mind of your enemies, causing them spasms that shake their will. As a bonus action, you can expend one use of your Rage feature to assault the mind of a target creature. The target creature must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Constitution modifier) or become charmed. A creature charmed this way has disadvantage on attack rolls, ability checks, and saving throws for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Aberrant Anatomy. Starting at 10th level, your bodily mutations become so severe and bizarre that your physiology is no longer similar to that of



your original race. You become immune to critical hits and diseases. Extra eyes give you advantage on Wisdom (Perception) skill checks that rely on sight, and you gain darkvision to a range of 120 feet. You are also considered an aberration type creature for the purposes of determining effects.



Agile Tentacles. Starting at 14th level, you sprout appendages in the form of two fully functional alien tentacles that spread disease. You gain additional tentacle limbs that you can use to manipulate objects within a reach of 5 feet. You are considered to be proficient with these tentacles when making unarmed attacks with them. You can attack with both tentacles as part of a bonus action. Each hit with a tentacle causes 1d6 points of bludgeoning damage + your Strength modifier. A creature hit by a tentacle must make a Constitution saving throw (DC equals 8 + your Proficiency Bonus + your Constitution modifier) or become diseased. A creature diseased this way gains disadvantage on its attack rolls and ability checks for 1 minute.

Spelleater

Some barbarians, mainly those who live under the oppression of magic users, have learned to use sheer power to overcome magic. These individuals,

called Spelleaters by the Vordani tribes, are able to withstand spells of all sorts by tensing their muscles to block magical energies from affecting them physically. Some spelleaters can even utilize these energies to vitalize their bodies and benefit from them instead of being harmed by their baleful effects.

Raging Defiance. Starting at 3rd level, you can shake off and overcome magical effects with ease. While raging, you have advantage on saving throws against spells and magical effects.

Absorb Magic. Starting at 6th level, you can soak up harmful magic while raging and revitalize yourself from its energies. When you succeed on a successful save against a spell or magical effect while raging, you regain 1d6 hit points for each level of the spell affecting you or 2d6 hit points if the magical effect has no spell levels associated with it.

Brawn Over Magic. Starting at 10th level, you can tense your muscles and stiffen your body to withstand the effects of magic. You can use your Strength saving throw to overcome a spell or magical effect regardless of its original saving throw requirement. In addition, if the spell or magical effect would allow you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. Once you use this feature, you can't use it until you finish a short or long rest.

Magic Resistance. Starting at 14th level, you become naturally resilient towards harmful magic. You gain advantage on all saving throws against spells and magical effects. You also gain the effects of a *haste* spell for three rounds when you successfully save against a harmful spell or magical effect.





BARD

College of Dirge Singers

The college of dirge singers was formed from the ancient funeral singers of the Inevitable, the god of Death. These pious servants of the clergy of death were able to project the feelings associated with their chosen faith through songs and poems so powerfully that they could influence the emotions of others and even kill them. The followers of the Inevitable still imitate the secret songs and poems of the original dirge singers, but only the most skilled singers can invoke their true magical powers.

Lament of Melancholy. Starting at 3rd level, you can sing a woeful lament that causes creatures to fall into a state of depression. As an action, you can expend one use of your Bardic Inspiration on your turn to choose a number of creatures that you can see within 60 feet equal to your Charisma modifier (a minimum of one). The target creatures must make a Charisma saving throw against your spell DC. This is a charm effect. On a failed save, the creature has disadvantage on ability checks for one minute but can make a Charisma saving throw at the end of each of its turns to end the effect.

Dirge of Grief. Starting at 3rd level, you can sing a song that causes a creature to fall into a state of intense grief, washing away its hostility. As an action, you can target a creature that you can see within 60 feet. The target creature must make a Charisma saving throw against your spell DC. On a failed save, the target becomes indifferent about creatures of your choice towards which it is hostile. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its allies being harmed. The effect ends after one minute and the creature can become hostile again. This is a charm effect. Once you use this feature, you can't use it again until you finish a short or long rest.

Elegy of Hopelessness. Starting at 6th level, you can recite a poem about death and passing that causes creatures to lose their motivation. As an action, you can expend one use of your Bardic Inspiration on your turn to choose a number of creatures that you can see within 60 feet equal to your Charisma modifier (minimum of one). The target creatures must make a Charisma saving throw against your spell DC. This is a charm effect. On a failed save, the creature has disadvantage on attack rolls and saving throws for one minute but can make a Charisma saving throw at the end of each of its turns to end the effect.

Threnody of Death. Starting at 14th level, you can sing a song of death that creates harmful necrotic energies. As an action, you can target a creature that you can see within 60 feet. The target creature must make a Constitution saving throw against your spell DC. On a failed save, the creature takes 49 (14d6) necrotic damage, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

High Speaker

Traditionally, the monarch of the kingdom chooses the High Speaker of the Minaret of the Speaker for lifelong service. The High Speaker's duty is to study the ancient scripts of the minaret that define its unique magic based on inflections of voice and use this knowledge to serve the kingdom. There are always a handful of apprentices who assist the High Speaker and train in the arts of word-magic. The High Speaker and the apprentices announce important information and call the city to action if needed. In times of war, the High Speaker organizes major movements and commands the Minaret of the Speaker that serves as a magical defense for the city.

Accentuated Tone. Starting at 3rd level, you learn how to add weight to your voice-based spells. As a bonus action, you can expend one use of your Bardic Inspiration to force your target to make a saving throw against your spell with disadvantage if that spell requires your target to hear you.



Commanding Voice. Starting at 3rd level, you learn how to force your will on other creatures by the sheer force of your voice. As a reaction, you can expend one use of your Bardic Inspiration to cast the *command* spell without expending a spell slot or material components. The *command* spell is added to the bard spell list for you.

Universal Language. Starting at 6th level, you become able to converse with anyone alive or dead. You are constantly under the effect of a *tongues* spell and you can cast the *speak with dead*, *speak with animals*, *speak with plants* spell each a number of times per day equal to your Charisma modifier (minimum of once) without using spell slots or material components. Your spells that require your target to hear you can affect any creature type that has an Intelligence ability score of 3 or higher even if that creature is immune to being charmed or frightened.

Word of Creation. Starting at 14th level, you learn to voice the word that shaped the world. As a bonus action, you can cast the *divine word* spell without using a spell slot or material components. Once you use this feature, you can't use it again until you finish a long rest.

Pretender

Not every bard in Aglarion is trained in the College of Minstrels. Some of them learn their trade on the streets by picking up survival techniques that allow them to manipulate their enemies by utiliz-



ing techniques of make-believe. A Pretender is a bard who uses talents with words and swords to fool everyone. They are always at home in social situations where they can draw attention to themselves and manipulate people's choices and viewpoints according to their will. They also excel in combat, where they utilize the same tactics of distraction and feint, which they also use when speaking.

Battle Feint. Starting at 3rd level, you can fool your enemies with your sudden swordplay and movement, placing them in a precarious combat situation. As a bonus action, you can expend one use of your Bardic Inspiration on your turn to feint, choosing one creature within 5 feet of you as your target. Your target must succeed on a Wisdom (Insight) skill check against your Charisma (Deception) skill check. If you win the contest, you have advantage on your melee attack rolls against that creature and the creature has disadvantage on attack rolls until the start of your next turn.

Captivating Monologue. Starting at 3rd level, if you speak to an audience for at least 1 minute, you can attempt to captivate them with your style and colorful phrases. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target has disadvantage on all Wisdom (Insight) skill checks against you. This effect ends on the target after

1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

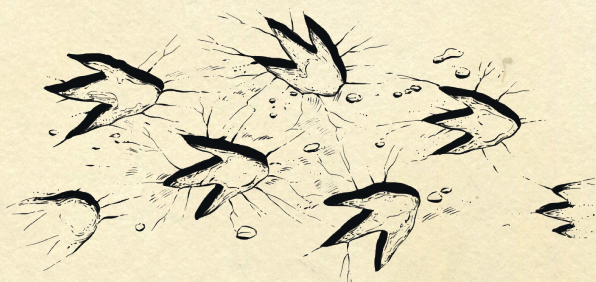
Elusive Target. Starting at 6th level, you can avoid the melee attacks of your enemies with an unexpected move. As a reaction, you can expend one use of your Bardic Inspiration to negate a melee attack that would otherwise hit you.

The Great Pretender. Starting at 14th level, you can pretend to be someone else by projecting a visage of your pure imagination, while you remain invisible. As an action, you can expend one use of your Bardic Inspiration to cast *mislead* without using a spell slot or material components.

CLERIC

Congregation Domain

Shepherds of their flocks and great orators, these clerics can heighten the potency of their prayers when others of their faith reinforce them. The congregation's strength is in numbers, and clerics who follow this domain almost never serve alone and are almost always found in at least pairs. Priests of the congregation can favor war or competence over battle might, but all are dedicated to leading large groups of worshippers, sharing their faith, and lending a hand to their co-religionists.



Congregation Domain Spells

Cleric Level	Spells
1st	<i>bles</i> , <i>protection from evil and good</i>
3rd	<i>aid</i> , <i>calm emotions</i>
5th	<i>beacon of hope</i> , <i>mass healing word</i>
7th	<i>compulsion</i> , <i>private sanctum</i>
9th	<i>mass cure wounds</i> , <i>telepathic bond</i>

Bonus Cantrip. When you choose this domain at 1st level, you gain the *guidance* cantrip, which doesn't count against the number of cleric cantrips you know.

Communal Prayers. Starting at 1st level, you can make your spells more potent if others cast the same spell as you. When another friendly creature casts the same spell in the same round as you, but before your spell takes effect, creatures targeted by your spell have disadvantage on saving throws against your spell.

Bonus Proficiency. Starting at 1st level, you become proficient in the Persuasion skill.

Channel Divinity: Mass Aid. Starting at 2nd level, you can use your Channel Divinity to bolster your allies with toughness and resolve. As an action, you present your holy symbol and evoke healing energy that increases the hit point maximums and current hit points by your proficiency bonus x 5 for eight hours for all creatures you choose within 30 feet of you. This trait has no effect on undead or constructs.

Channel Divinity: Heighten Spells. Starting at 6th level, you can heighten your spells more effectively. If you cast a spell at a higher level that allows for additional creatures to be affected by your spell, you can use your Channel Divinity to make your spell affect two additional creatures per spell level instead of just one creature.

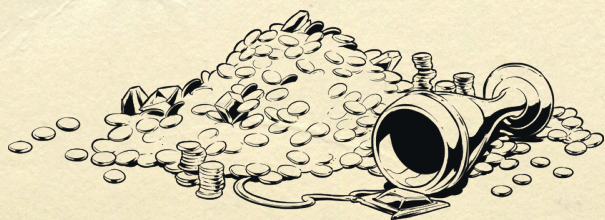


Helping Hand. Starting at 8th level, you can aid multiple creatures in the completion of a task or allow a creature to make multiple attacks. When you take the Help action, an additional friendly creature within 5 feet of you gains advantage on the next ability check made to perform the task you are helping with, provided that the check is made before the start of your next turn. Alternatively, you can use your Help action to aid up to two friendly creatures in attacking a creature within 5 feet of you and if your allies attack the target before your next turn, all of their first attack rolls are made with advantage.

Forceful Communal Prayers. Starting at 17th level, you can make spells more potent if you or others cast the same spell in your presence. After you or an ally casts a spell, creatures targeted by the same spell cast by you or an ally gain disadvantage on the saving throw until the end of the turn. Additionally, if the spell requires a dice roll, you or allies can re-roll 1s and 2s and must use the new roll, even if the new roll is a 1 or a 2.

Darkness Domain

The clerics of the Darkness Within are secretive individuals who detach themselves from society and keep to the shadows. They accommodate themselves to darkness and operate unseen, focusing on hiding what they deem significant from the eyes of those who seek them. The imprint of the Dark Star's reign still resonates with the populace of Aglarion, manifesting in the subconscious memory of the society as a whole. Those who follow the Darkness Within keep their faith to themselves even if they are not devoted to the ideology of the dark solar avatar of their dualistic god. They pray at midnight and venerate the new moon as the absolute peak of their god's power.



Darkness Domain Spells

Cleric Level	Spells
1st	<i>fog cloud, sleep</i>
3rd	<i>darkness, darkvision</i>
5th	<i>fear, nondetection</i>
7th	<i>greater invisibility, phantasmal killer</i>
9th	<i>dream, mislead</i>

Dark Sight. Starting at 1st level, you gain darkvision 60 ft. and magical darkness doesn't impede your sight. If you already have darkvision, its range increases by 60 ft.

Cloak of Darkness. Starting at 1st level, as a bonus action, you can weave shadows around you into a magical cloak that hides your form and protects you from attacks. For 1 minute, creatures have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. Once you use this feature, you can't use it again until you finish a short or long rest.

Channel Divinity: Darkness Descends. Starting at 2nd level, as an action, you can use your Channel Divinity to harness darkness, summoning darkness and banishing light. As an action, you present your holy symbol and summon a 30 foot radius globe of darkness that functions as the *darkness* spell that lasts for 1 minute. The globe appears in a space that you can see within 30 feet of you. Any magical light effect within the globe is dispelled. Additionally, each hostile creature within the globe must make a Constitution saving throw against your spell save DC when the globe of darkness appears. A creature takes necrotic damage equal to 2d6 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is unaffected.

Channel Divinity: Conjure Shadows. Starting at 6th level, you can spend two uses of your Channel



Divinity as an action to summon living shadows from darkness. This ability functions as a *conjure animals* spell, however it summons a single shadow, which speaks Common and does your bidding for one hour.

Void Eye. Starting at 8th level, you gain blindsight 30 ft. and become immune to the blinded condition.

Shadowform. Starting at 17th level, you can transform yourself into the form of a shadow. You and your possessions become incorporeal for one hour. You gain the following benefits:

- You can fly at your normal speed.
- You can move through a space as narrow as 1 inch wide without squeezing.
- You can take the Hide action as a bonus action while in dim light or darkness.
- You have advantage on Dexterity (Stealth) skill checks.
- You gain damage resistance to acid, cold, fire, lightning, thunder and bludgeoning, piercing, and slashing from nonmagical attacks.
- You gain damage immunity to poison.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained condition.

Once you use this feature you can't use it until you finish a long rest.



Ooze Domain

Clerics of the Ooze Domain believe in a higher level of physical existence that is represented by oozes. They serve their formless god to learn to be free from physical bounds. They believe that in the end, all organic materials will be wholly absorbed by oozes and are ready to sacrifice even themselves towards the fulfillment of this eventuality. In Aglarion, clerics of the ooze domain usually serve the Blind God, a minor entity that has only a few fanatic believers.

Ooze Domain Spells

Cleric Level	Spells
1st	<i>create or destroy water, false life</i>
3rd	<i>acid arrow, blindness/deafness</i>
5th	<i>meld into stone, protection from energy</i>
7th	<i>black tentacles, freedom of movement</i>
9th	<i>contagion, hold monster</i>

Bonus Cantrip. When you choose this domain at 1st level, you gain the *acid splash* cantrip, which doesn't count against the number of cleric cantrips you know.

Sense of the Ooze. Starting at 1st level, you can gain the senses of an ooze as a bonus action. You gain blindsight to 5 ft. for a number of rounds equal to your Wisdom modifier. The range of this blindsight increases by 5 feet at 5th, 9th, 13th and 17th level. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bonus Proficiencies. Starting at 1st level, you gain proficiency with martial weapons.

Channel Divinity: Charm Oozes. Starting at 2nd level, you can use your Channel Divinity to charm ooz-



es. As an action, you present your holy symbol and invoke the name of your deity. Each ooze that can sense you must make a Wisdom saving throw. If the creature fails its saving throw it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Acid Resistance. Starting at 6th level, you gain resistance to acid damage.

Gelatinous Form. Starting at 8th level, you can become as transparent as a gelatinous cube. As an action, you can become transparent, even when you are in plain sight. Your gear also becomes transparent with you. It requires a DC 15 Wisdom (Perception) skill check to spot you if you have not moved nor attacked during your turn. A creature that tries to enter your space while unaware of you is surprised by you.

Ooze Form. Starting at 17th level, you gain the ability to assume the form of an ooze. You gain a speed of 20 ft. and climb 20 ft. You gain damage immunity to acid, cold, lightning and slashing damage. You become immune to the blinded, charmed, deafened, frightened and prone conditions as well as exhaustion. In addition, you gain blindsight 60 ft., but become blind beyond the range of your blindsight. You gain the following abilities:

- You can move through a space as narrow as 1 inch wide without squeezing.
- A creature that touches you or hits you with a melee attack while within 5 feet of you takes 13 (3d8) acid damage. Any nonmagical weapon made of metal or wood that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits you is destroyed after dealing damage. You can eat through 2-inch thick, nonmagical wood or metal in 1 round.
- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You can make a melee attack with a reach of 5 ft. that deals 1d6 + your Strength modifier bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Once you use this feature, you can't use it again until you finish a long rest.





DRUID

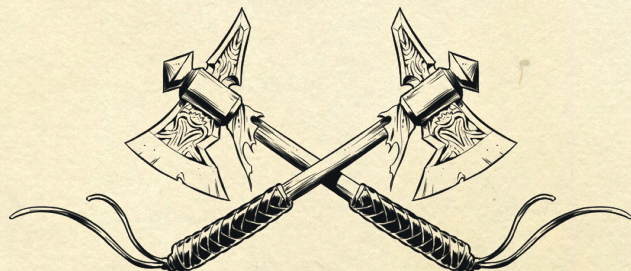
Circle of the Bloom

The Circle of the Bloom unites all druids who nurture flora and dedicate their lives to cultivating all forms of plant life. These druids tend to nature wherever their travels lead them, often tasked with important roles within farming communities but just as often living solitary lives in wilderness areas with heavy vegetation. Many druids of the circle might seem extremely introverted, slow, and even antisocial towards people, as they prefer to converse with plants and are used to the cyclical and slower nature of plant life.

Plant Form. Starting at 2nd level, your strong connection to plant life allows you to transform into monstrous forms. You can use your Wild Shape to transform into a plant instead of a beast.

Starting at 6th level, your attacks in plant form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Circle Spells. Your mystical connection to plant life infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Druid Level	Spells
3rd	<i>barkskin, locate animals or plants</i>
5th	<i>daylight, plant growth</i>
7th	<i>control water, freedom of movement</i>
9th	<i>commune with nature, tree stride</i>

Speak with Plants. Starting at 2nd level, you gain the ability to converse with plants. You can cast the *speak with plants* spell without expending a spell slot or material components. Once you use this feature, you can't use it again until you finish a short or long rest.

Land's Stride. Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you gain advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Blessings of Bloom. Starting at 10th level, your magic becomes attuned to the flora and your plant magic is stronger than usual. You gain the following benefits:

- When you cast the *entangle* spell, the area of the spell is increased to a 40-foot square. Whenever a creature uses a Strength check to free itself, the thorns on the plants deal 2 (1d4) piercing damage.
- When you cast *barkskin*, the target's AC can't be less than 18, regardless of what kind of armor it is wearing.
- When you cast the *locate animals or plants* spell and you describe a specific kind of plant, the area of the spell increases to a range of 50 miles.
- When you cast *plant growth*, the radius of the area covered by plants is 500 feet.



- When you cast the *commune with nature* spell, the area of the effect is doubled. You also gain an understanding of all plant creatures in the area, as well as all plant-based hazards and poisons.

Treant Form. Starting at 14th level, you can take on the form of the grandest creature of the forest, the treant. You can use your Wild Shape to transform into a treant, but must follow all other limitations presented under Wild Shape. You cannot use the Animate Trees ability of the treant.

Circle of the Savage Blood

Druids of the Circle of the Savage Bloods perceive monstrosities as a more evolved form of life. They are inspired by the wild variety of their powers and abilities that have developed to overcome the challenges they face in life. Savage Blood druids befriend and live amongst these creatures, helping them survive and learning from them what they can.

Circle Spells. Starting at 2nd level, you gain access to the *true strike* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Druid Level	Spells
3rd	<i>enhance ability, enlarge/reduce</i>
5th	<i>blink, fly</i>
7th	<i>dominate beast, polymorph</i>
9th	<i>antilife shell, hold monster</i>

Monstrous Form. Starting at 2nd level, you acquire the ability to transform into monstrous forms. You can use your Wild Shape to transform into a monstrosity instead of a beast.

Monstrous Aspect. Starting at 2nd level, you can transform your body to manifest the feature of a

monstrosity. As a bonus action, you can apply one of the features to your body from the options below.

- **Gallop of the Centaur.** Your two legs turn into those of a centaur and become powerful. Your speed increases to 50 feet.
- **Wings of the Cockatrice.** You sprout two feathery wings that allow you to fly. You gain a fly speed of 40 feet.
- **Claws of the Griffon.** Your hands turn into savage claws like those of a griffon. You can use your attack action to make a claw attack that deals 2d4 slashing damage plus your Strength modifier.
- **Horns of the Minotaur.** Horns grow from your forehead. You can use your attack action to make a gore attack that deals 1d8 bludgeoning damage plus your Strength modifier. If the target is a creature, it must succeed on a Strength saving throw (DC equals 8 + your Proficiency Bonus + your Strength modifier) or be pushed up to 10 ft. away and knocked prone.

This manifestation persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

Monster Caller. Starting at 6th level, you can summon monstrous creatures that obey your commands. Your conjuration spells can summon monstrosities instead of beasts.

Master of Monsters. Starting at 10th level, you can affect monstrosities with your spells that would otherwise affect beasts. You can target monstrosities with spells that normally affect beasts.

Monster Friend. Starting at 14th level, monstrosities sense your connection to their kind and become hesitant to attack you. When a monstrosity wants to attack you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



Inheritor of the Unbegotten

Some druids of the vilest circles have venerated otherworldly abominations since the dawn of time. The druidic tradition of these aberration worshiping circles merging one's body with unspeakable, indescribable beings that have penetrated reality from beyond time and space. The Inheritors of the Unbegotten are not just aberrant creatures themselves, but they are also vital instruments and gatekeepers of the horrors they worship.

Circle Spells. Starting at 2nd level, you gain access to the *eldritch blast* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.



Druid Level	Spells
3rd	<i>blur</i> , <i>detect thoughts</i>
5th	<i>gaseous form</i> , <i>spirit guardians</i>
7th	<i>banishment</i> , <i>black tentacles</i>
9th	<i>contact other plane</i> , <i>hallow</i>

Voice of the Void. Starting at 2nd level, you learn how to converse with aberrations. You learn how to speak, read, and write Deep Speech. You can also make yourself understood by aberrations that don't speak Dark Speech or are not capable of speech.

Incomprehensible Intellect. Starting at 2nd level, your mind becomes as obscure and alien as the beings you venerate. Your thoughts can't be read by magical means and you become immune to being charmed.

Manifest Aberrant Trait. Starting at 6th level, you can call forth specific powers of your revered entities. As an action, you can expend one use of your Wild Shape feature to emulate one special trait of any aberration type creature of CR 3 or lower for one minute. If there is a saving throw associated with the special trait then the DC equals 8 + your Proficiency Bonus + your Wisdom modifier.

Enslave. Starting at 10th level, you can manifest your dominance over humanoids. As an action, you can cast the *dominate person* spell without expending a spell slot or material components. Once you use this feature, you can't use it until you finish a long rest.

Conjure Abomination. Starting at 14th level, the otherworldly beings you venerate allow you to summon their more powerful servants. As an action, you can cast the *conjure celestial* spell without expending a spell slot or material components, but instead of a celestial creature, you conjure an aberration type creature of your choice within the limits of the spell. The spell lasts 1 hour and doesn't require you to concentrate on it. Once you use this feature, you can't use it until you finish a long rest.

FIGHTER

Commander

Giving orders is second nature to a commander. These exemplary fighters lead their squadrons by inspiring their subordinates and bolstering their fighting prowess through the strength of their voices and their presence. As a result, the forces under their command can achieve incredible feats of battle, even when odds are stacked against them.

Commander's Orders. Starting at 3rd level, you can inspire others through the power of your commands. To do so, you use a bonus action on your turn to choose any number of creatures other than yourself within 60 feet of you who can hear you. Those creatures gain one Commander's dice, a d6.

Once within the next 10 minutes, the creature can roll the dice and add the number rolled to one ability check. The creature can wait until after it rolls the d20 before deciding to use the Commander's dice, but must decide before the DM says whether the roll succeeds or fails. Once the Commander's dice is rolled, it is lost. A creature can have only one Commander's dice at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Commander's dice changes when you reach certain levels in this class. The dice becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Order of Charge. Starting at 7th level, you can expend one use of your Commander's Order ability to double the movement speed of the creatures you choose until the end of their next turn.

Order of Defense. Starting at 10th level, you can expend one use of your Commander's Order ability to allow the creatures you choose to gain and roll the Commander's dice and add the number rolled to one saving throw.

Order of Attack. Starting at 15th level, you can expend one use of your Commander's Orders ability to allow the creatures you choose to gain and roll the Commander's dice and add the number rolled to one attack roll.

Legendary Commander. Starting at 18th level, your Commander's Order can influence every friendly creature within 200 feet of you who can hear you, as well as yourself. Additionally, you can cast the *command* spell a number of times per day equal to your proficiency bonus (DC equals 8 + your Proficiency Bonus + your Charisma modifier) without expending a spell slot or material components.

Mercenary

Those who offer their martial skills for hire face various challenges with each mission. Their most essential skills are surviving any threat, standing their ground in any situation they face, and overcoming their foes. A good mercenary is always prepared for the unexpected and will creatively improvise a solution to meet the requirements of the battle. Most of the large mercenary companies operate out of the Drayl City States where this type of warfare based on swords-for-hire has long-established traditions.

Iron Will. Starting at 3rd level, you become focused and confident. You gain advantage on saving throws against being charmed and frightened.

Ready For Anything. Starting at 7th level, you learn to be prepared for the unexpected. You can't be surprised while you are conscious. You can take an action to gain advantage on your next saving throw. You lose this advantage at the end of your turn.

Versatile Fighting Style. Starting at 10th level, you become experienced with all kinds of weapons and fighting styles. You can swiftly change your style of fighting to fit the challenge temporarily. You can't benefit from the same Fighting Style option more than once. Choose one of the following options at the beginning of your turn:



- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Mettle. Starting at 15th level, you become skilled in resisting several types of threats. Choose two abilities in which you don't have a saving throw proficiency. You gain proficiency in saving throws made with the chosen abilities.

Get The Job Done. Starting at 18th level, you can overcome threats with ease. Instead of rolling, you can choose to succeed on a saving throw automatically. Once you use this feature, you can't use it until you finish a short or long rest.



Royal Guard

Guards who serve at the Royal Palace or protect monarchs must pass a rigorous selection process. They are evaluated both for their physical and martial skills as well as their loyalty and ability to work as part of a unit. Royal guards are trained to be alert and fight in formation, taking advantage of each other's movement and position in combat. The royal guards' most skilled, legendary commanders have been said to wield their weapons as if they were extensions of their bodies.

Alert on Duty. Starting at 3rd level, you can focus your attention to notice movement. Designate a 10 square foot area. If you stay in this area for 10 minutes, you can double your proficiency bonus and gain advantage on Wisdom (Perception) skill checks made to notice creatures.

Coordinated Strike. Starting at 7th level, you can use your combat training to coordinate your attacks with your allies. Once per turn, you gain advantage on your first melee attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Coordinated Shot. Starting at 10th level, you can spot the exact moment to release a shot while your ally occupies your target. Once per turn, you gain advantage on your first ranged attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't Incapacitated.

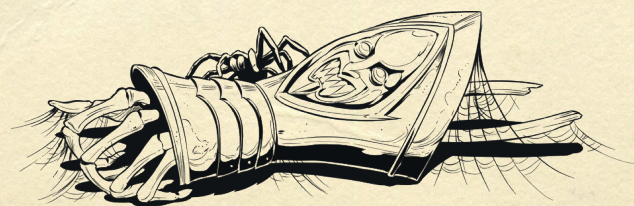
Swift Strike. Starting at 15th level, your combat reactions become effortless. You gain an extra reaction that you can use only to make an attack roll, but only when your reaction is triggered.

Divert Strike. Starting at 18th level, you become one with your weapon, being able to deflect melee attacks. As a reaction, you can negate a melee attack made by a creature within 5 feet of you. You must make a melee attack roll contest against the melee attack roll of the creature. On a success, you negate all damage from the creature's attack.

MONK

Stonefist

A small monastery of the Stonefists exists in the Shandar Mountains, which is related to some unspeakable horrors of legend that supposedly lurk on the top of the highest peaks. The monks of the Stonefist practice the fighting techniques of earth elementals by studying and imitating their combat maneuvers. Their daily practice involves hardening their bodies to withstand blows and the rigorous focusing of their strength. Masters of this monastic tradition become almost impervious to non-magical attacks and reach a level of ascendance where they can turn themselves into earth elementals.



Resist Strikes. Starting at 3rd level, you can channel your *ki* into resisting damage from a blow. As a reaction, you can spend 1 *ki* point to reduce the damage you take from an attack by 1d10 + your Strength modifier + your monk level.

Mountain Stance. Starting at 6th level, you can tighten your muscles to enter a steady stance making you immovable and hard to grapple with. As a bonus action, you can spend 1 *ki* point to gain advantage on contests involving Strength (Athletics) ability checks made against you and on Strength saving throws for 1 minute. If you take the move action, you lose this advantage until the start of your next turn.

Stoneskin. Starting at 11th level, you can evoke a protective layer of stoney skin over your entire body. As a bonus action, you can spend 3 *ki* points to gain damage resistance from bludgeoning, piercing, and slashing damage from nonmagical attacks for 1 minute.

Elemental Transformation. Starting at 17th level, you can become one of the elemental creatures you learned to imitate your whole life. As a bonus action, you can spend 6 *ki* points to transform into an earth elemental for 1 minute as if you were using the Wild Shape ability of the druid class. You can use all of your monk abilities in this new form. Once you use this feature, you can't use it again until you finish a short or long rest.

Way of the Nine Seals

Only a handful of devil-bound individuals practice the Way of the Nine Seals in Aglarion or the neighboring regions. This monastic tradition was forged in the flames of Hell, and it is infused with the accuracy and mettle of the fiends who practice it. Devils teach it only to those who pledge eternal servitude in return for the knowledge of the secret combat techniques. A monk of the Nine Seals is hard to fool and even harder to overcome. Masters of the Nine Seals are offered a fate-bound contract by their superiors, allowing them to alter their fate. In return, they are obedient tools of the armies of Hell.



Hellfire Fist. Starting at 3rd level, you can spend 1 *ki* point as an action to inflame a melee weapon you touch or your fists with hellish fire for 1 minute. Your unarmed or melee attacks deal an extra 1d4 fire damage.

Deny Advantage. Starting at 6th level, you can demand equal chances from your enemies. As a bonus action, you can spend 1 *ki* point to have one creature of your choice within 30 feet lose its advantage on all ability checks, saving throws, skill checks, and attacks until the start of your next turn.

Pierce Deception. Starting at 11th level, the powers of Hell grant you the ability to see reality as it is for a short period of time. As a bonus action, you can spend 3 *ki* points to gain the benefits of a *true seeing* spell for 1 minute.

Contractual Fate. Starting at 17th level, you can benefit from your hellish contract that has promised to protect you from unwanted outcomes of your fate in return for your service. As a reaction, you can spend 5 *ki* points to automatically succeed on one ability check, saving throw, or skill check instead of rolling. Once you use this feature, you can't use it again until you finish a short or long rest.

Way of the Tentacle

A few rare monks participate in unarmed combat practices that emulate the fighting techniques of their foul aberrant masters. They are trained in ancient monk traditions that eventually enable them to turn their limbs into tentacles, giving them combat superiority.

Tentacle Limb. Starting at 3rd level, you can turn your body into the form of an aberrant creature. As a bonus action, you can spend 1 *ki* point to transform your arm into a 10-foot long tentacle for 1 minute. The tentacle



has reach and can be used as part of an unarmed strike. The tentacle deals bludgeoning damage equal to your Martial Arts die + your Strength or Dexterity modifier. You gain advantage on Strength (Athletics) skill checks to grapple an opponent with the tentacle. At 11th level, you can transform both of your arms into tentacle limbs.





Nerve-wracking Strike. Starting at 6th level, you can channel psychic energies into your tentacle strikes. Your unarmed strikes with your tentacle limb count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can spend 1 *ki* point to deal additional psychic damage with one unarmed strike of your tentacle limb equal to one roll of your Martial Arts die + your Wisdom modifier.

Psychic Barrage. Starting at 11th level, your ability to channel harmful psychic powers intensifies. When you use Flurry of Blows after an attack made with Nerve-wracking Strike, you can replace each of the unarmed strikes with a use of your Nerve-wracking Strike without spending additional *ki* points.

Suffocating Strike. Starting at 17th level, you learn how to force your tentacle limb into the throat of your enemies to kill them. The reach of your tentacle limb becomes 15 feet. As an action, you can attempt to grapple your opponent with your tentacle limb. A successfully grappled target becomes unable to speak and starts to suffocate while being grappled by you.

PALADIN

Inquisitor

Seekers of the truth and judges of the faith, the inquisitors are paladins who vow to punish the guilty and upkeep the law set by their faith and tenets.

These paladins focus on divination magic to lift the veils of deception and to find truths that lie behind them. Their loyalty to their church and beliefs is unquestionable, as is their dedication to any mission on which they are sent. Inquisitors and their methods might vary from religion to religion, but every one of them holds a zealous fervor in common, which drives them and empowers their abilities.

Tenets of Inquisition. The tenets of the Oath of Inquisition drive a paladin to seek the truth and to eliminate the hidden enemies of its faith.

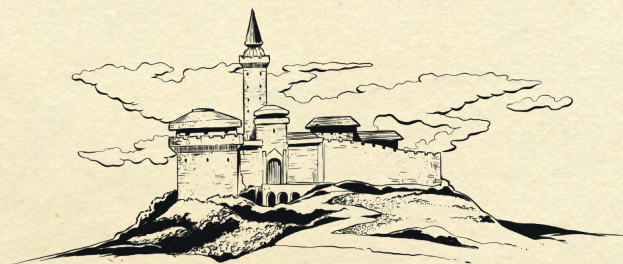
Draw out the truth. The truth is not always visible. Finding it is sometimes hard, but the effort must be made. Once found, it must be announced so that others can learn it as well.

Facts only. Facts are the only truths on which you can rely. Anything else is mere speculation. One can only make a decision based on facts. Without firm evidence, even truth cannot be proven.

Oppose heresy. Seeking those who work to ruin and undermine the church's integrity is the holiest service one can do for one's faith. Therefore, one must always stay vigilant and be on the lookout for corruption and those who spread falsehoods.

Live by the law. Law provides safety and justice to all. Order is the only truth on which one can build. Those who break the law must pay the price. Therefore, one must live by the law and keep it at all costs.

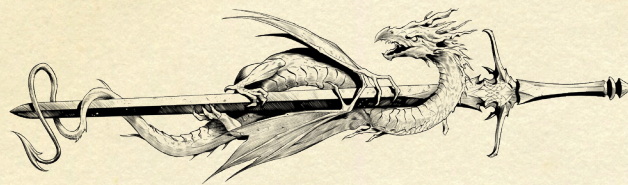
Oath Spells. You gain oath spells at the paladin levels listed.





Inquisitor Spells

Paladin Level	Spells
3rd	<i>comprehend languages, detect evil and good</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>clairvoyance, speak with dead</i>
13th	<i>banishment, locate creature</i>
17th	<i>dispel evil and good, legend lore</i>



Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Pierce Illusion.** As a bonus action, you can use your Channel Divinity to augment your senses to overcome illusions. For the next 10 minutes, you can automatically see through 2nd level or lower illusion spells, you can automatically make an Intelligence (Investigation) skill check to discern 3rd or higher level illusion spells that allow such checks by merely looking at them, and you gain advantage on Intelligence (Investigation) skill checks.
- **Denounce Shapeshifter.** You can use your Channel Divinity to force a shapeshifting creature back into its natural form. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the target reverts to its natural form and can't change its form for 1 minute.

Discern Falsehood. Starting at 7th level, you can focus your senses to detect deliberate lies. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, you know if the target creature deliberately and knowingly speaks a lie. The spell does not reveal the truth. Once you use this feature, you can't use it again until you finish a short or long rest.

Prevent Escape. Starting at 15th level, you are able to prevent your enemies from escaping. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the target creature becomes restrained by an invisible force and is prevented from using any form of teleportation, dimensional, or planar travel for one minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Ultimate Conviction. Starting at 20th level, you can imprison, interrogate, and punish those you find guilty. As an action, you can create a cell made out of energy similar to a *forcecage* spell. Any creature within the cell must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature is charmed. Creatures charmed this way must answer your questions truthfully until they are imprisoned this way. You can choose to release the target from the cell at any time, or target one of the creatures within the cell with an *imprisonment* or *power word kill* spell as if you have cast it requiring no material components. Once you use this feature, you can't use it again until you finish a long rest.

Oath of Cleansing

Paladins who swear this oath dedicate their lives to purify themselves, others, and places from malign influences. They are paragons of cleanliness, both in their dwellings, places of worship, private quarters, and persons. These paladins are often found engaged in rooting out malevolent forces, whether they be diseases or poisons. They are commonly found in places of healing, sometimes accompanying armies as medics, and rarely on personal quests to cleanse places or people from harm.



Tenets of Cleansing. The tenets of the Oath of Cleansing offer a framework for paladins of this order to keep all aspects of their lives and those of others pristine and devoid of harmful effects.

Cleanse the domain. Your surroundings reflect upon your person. Keep them spotless so that you may benefit from their immaculate nature and the purity they provide.

Cleanse the body. Your body is the shrine of your being. A healthy body is the first step to a healthy mind and soul.

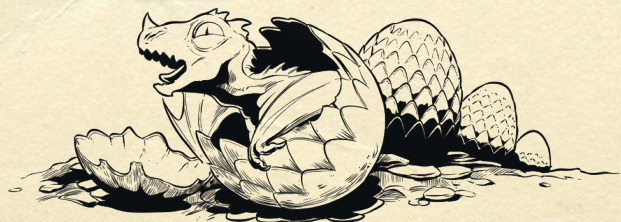
Cleanse the mind. Keep your mind sharp and without filthy thoughts. Avoid substances that cloud your intellect and strive to keep it sharp.

Cleanse the soul. The soul is divine and must be protected from external influences. By righteous actions, you can fortify it and keep it unsullied.

Oath Spells. You gain oath spells at the paladin levels listed.

Oath of Cleansing Spells

Paladin Level	Spells
3rd	<i>protection from evil and good, purify food and drink</i>
5th	<i>lesser restoration, protection from poison</i>
9th	<i>protection from energy, remove curse</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>dispel evil and good, greater restoration</i>



Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Hallow.** You can use your Channel Divinity to infuse an area as sacred ground. As an action, you present your holy symbol and speak a prayer. The effect functions as a *hallow* spell with a radius of up to 30 feet and lasts for 1 minute. You can only choose the *Courage* or *Energy Protection* features of the spell.
- **Cleansing Lay on Hands.** You can use your Channel Divinity to empower your Lay on Hands ability. By extending one use of your Channel Divinity, you can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands without expending hit points separately for each affliction. This use of your Lay on Hands also functions against negative influences that include being charmed, cursed, or frightened.

Exorcist. Starting at 7th level, you can exorcise evil spirits from others. As an action, you can end possession on a creature, forcing the possessing spirit out of the target. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Purify. Starting at 15th level, you can remove any negative condition from yourself or a willing creature you touch as an action. This ability also includes madness, petrification, and polymorph effects in addition to diseases and poisons, as well as being charmed, cursed, frightened. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Greater Purify. At 20th level, your faith gives you and your allies immunity to all negative influences that you can cleanse in your surroundings. As an action, you can remove all effects listed under your Purify ability from yourself and friendly creatures within 30 feet of you.



Oath of Protection

Paladins who swear the Oath of Protection are committed to the cause of protecting people, places, or even beliefs. Their well-grounded – and often narrowly interpreted – faith leads many who take the Oath to serve religious and secular organizations. However, paladins of this Oath have often turned against these very organizations when faced with tyrannical or oppressive regimes. Paladins who follow this path usually train frequently to maintain their capacity to offer aid in all circumstances to those that need it. They also encourage charity and lead by example in sheltering the weak and downtrodden.

Tenets of Protection. The first monarchs of Aglarion laid down the tenets of the Oath of Protection to protect their royal personages and the realm. However the oath has been shared widely by many faiths since then. Adherents to this oath hold the protection of people, places, and beliefs above all else and usually share these basic principles.

Protect those who protect us. Show respect to and safeguard those that are deserving and to whom you are sworn. Your word is your bond.

Knights of the Crown take a special oath in Aglarion that stands above all other tenets: “Protect the Realm, your Sovereign, and the Crown.”

Protect your allies. Keep those who depend on you from harm if threatened by forces greater than themselves. Shield those who are in allegiance with you as a bastion against harm. Join forces with your allies to overcome threats.

Protect those who stand behind you. Lead by example to become a beacon of inspiration to those around you, especially against seemingly insurmountable odds.

Protect yourself if there is nothing left to protect. Fortify your faith so that you may stand firm against that which makes you vulnerable. Be willing to sacrifice even your own life before all others. Tend to your own well-being, so that you may safeguard your charge until the very last.

Oath Spells. You gain oath spells at the paladin levels listed.



Oath of the Crown Spells

Paladin Level	Spells
3rd	<i>protection from evil and good, shield of faith</i>
5th	<i>protection from poison, warding bond</i>
9th	<i>magic circle, protection from energy</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>dispel evil and good, raise dead</i>

Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Vow of Protection.** You can use your Channel Divinity to bolster your defenses. As a bonus action, you can utter a vow of protection from a creature you can see within 30 feet of you, using your Channel Divinity. That creature gains disadvantage on attack rolls against you for 1 minute or until you drop to 0 hit points or fall unconscious.
- **Divine Ward.** You can use your Channel Divinity to offer protection to those around you. As an action, you present your holy symbol and each creature of your choice that you can see within 30 feet of you becomes warded for 1 minute. Any creature who targets a warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this effect ends. This effect ends on the creature if you are incapacitated or die or if the warded creature is more than 30 feet away from you.

Dedicated Defender. Starting at 7th level, you can deflect attacks against those whom you protect.

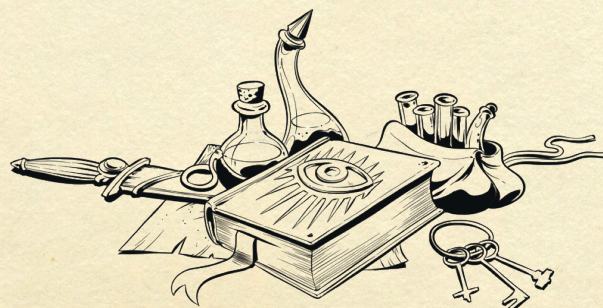
When another creature damages you or your ally within 5 feet with a melee attack, you can use your reaction to reduce the damage by 1d6 + your Charisma modifier points. This reduction increases to 1d8 + your Charisma modifier at 13th level, and 1d10 + your Charisma modifier at 17th level.

Bastion of Self. Starting at 15th level, your faith makes you protected against your foes. Any creature who targets you with an attack or a harmful spell must first make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a new target or lose the attack or spell. Any creature that succeeds on the saving throw is immune to Bastion of Self for 24 hours. This effect doesn't protect you from area effects, such as the explosion of a fireball. This effect also ends if you are incapacitated or die.

Divine Protector. At 20th level, your dedication to become a paragon of protection makes you a bulwark against the enemies of your cause and a symbol to those around you. As an action, you recount the Tenets of Protection and gain the following benefits for 1 minute:

- You gain the benefits of a shimmering field of protection, granting you a +2 bonus to AC.
- You have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.
- Whenever you or any ally within 30 feet fails a saving throw, you can use your reaction to reroll it. You must use this new roll.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



RANGER

Feyfriend

Those who venture into the forests deep enough might find crossroads that connect the Fey-realm and the Material Plane. Often, mischievous fey dwell around these planar breaches, and if one can express the right attitude, they can be befriended. The fey respect those who understand their nature and are willing to become lifelong allies over time.

Resist Lure. Starting at 3rd level, you learn how to resist being charmed. You gain advantage on saving throws against being charmed.

Fey Armament. Starting at 3rd level, the fey lords grant you the armament of a sprite. As an action, you can create one of the following weapons in your empty hand:

- **Shortbow of the Sprite.** A creature hit by this shortbow must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until

it takes damage or another creature takes an action to shake it awake.

- **Sword of the Elves.** This extremely sharp longsword deals an extra 1d6 slashing damage.



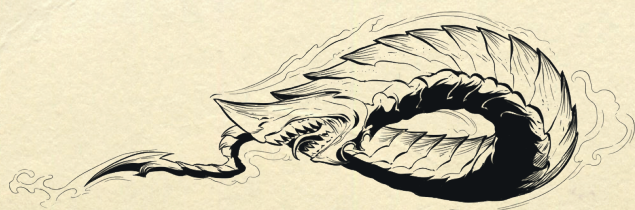
You are proficient with the weapon while you wield it. These weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The weapon disappears after 1 minute, if it is more than 5 feet away from you for 1 round, if you dismiss the weapon (no action required), or if you die. Once you use this feature, you can't use it again until you finish a long rest.

Speak with Beasts and Plants. Starting at 3rd level, you can communicate with beasts and plants as if they shared a language with you. You learn how to read, write, and speak Sylvan.

Sprite Companion. Starting at 7th level, the Feyrealm blesses you with a faithful sprite companion. The sprite acts on its own and has its own will, but it is always loyal to you. It disappears if it reaches 0 hit points but a new sprite arrives the next dawn to replace the previous one.

Fey Reinforcements. Starting at 11th level, you can call fey creatures to help you. You can cast the *conjure fey* spell without expending a spell slot or material components. Once you use this feature, you can't use it again until you finish a long rest.

Sanctuary of the Fey Court. Starting at 14th level, fey creatures and creatures of the natural world sense your connection to their kind and become hesitant to attack you. When a fey, beast or plant creature attacks you, that creature must make a Wisdom saving throw against your ranger spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



Monster Tamer

A ranger with a knack for calming and controlling beasts and creatures with bestial intelligence, the monster tamer has dedicated its life to locating and dealing with such creatures. Usually, monster tamers are called in to handle threats from the wild, but sometimes they are merely essential personnel in keeping large beasts of burden in line. Some monster tamers use their skills to subjugate animals, some to care for them and nourish them in the wild. Their favored enemies are always beasts and monstrosities. In Aglarion, tamers can be found in the countryside or as the caretakers of the Monster Menagerie in Onadbyr.

Monster Tamer Magic. You learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Monster Tamer Spell List table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Monster Tamer Spell List

Ranger Level	Spells
3rd	<i>Speak with animals</i>
5th	<i>Locate animals or plants</i>
9th	<i>Conjure animals</i>
13th	<i>Dominate beast</i>
17th	<i>Hold monster</i>

Bestial Affinity. Starting at 3rd level, you can use your body language and soothing sounds to calm animals and monsters. You gain advantage on Wisdom (Animal Handling) skill checks made to calm beasts and monstrosities with an Intelligence score of 3 or lower.

Sense Beasts. Starting at 3rd level, you can detect hostile animals and monsters. You sense the direction to the location of the highest challenge rating beast or monstrosity, and you can tell its distance from you as long as the creature is within 1,000 feet



of you. If the creature is moving, you know the direction of its movement. Once you use this feature, you can't use it again until you finish a short or long rest.

Master of Monsters. Starting at 7th level, your spells can affect monstrosities the same way they affect beasts. You can substitute the beast creature type with the monstrosity creature type in any of your spells.

Call of the Beasts. Starting at 11th level, you can conjure beasts and monsters to do your bidding. You can cast the *conjure animals* spell without expending a spell or material components and use it to summon a monstrosity with a challenge rating of 2 or lower and with an Intelligence score of 3 or lower. Once you use this feature, you can't use it again until you finish a short or long rest.

Protection of the Pack. Starting at 15th level, when you surround yourself with allied beasts or monstrosities the pack grants you benefits. You gain the following benefits if an allied beast or monstrosity is within 5 ft. of you or if you are mounted on such a creature.

- You gain +2 to your AC.
- Whenever you are the target of a melee attack, the beast or monstrosity can make a melee attack against the attacking opponent as a reaction.
- When an attacker that you can see hits you with a melee attack, you can use your reaction to halve the attack's damage against you. However your beast or monstrosity ally takes the other half of the damage.

Siege Beast Master

Even the largest of beasts can be subdued and harnessed as siege weapons by a ranger of this enclave. A siege beast's power lies in its sheer size and ability to smash down walls or destroy siege weapons. As a result, they are at the forefront of armies, trampling anything and anyone who crosses their path, often serving as mounts for their ranger companions. Once bonded to a ranger, the siege beast be-

comes a force of devastation, gaining some magical abilities from its companion.

Beast Companion. Starting at 3rd level, you gain a beast companion that fights beside you. Choose a beast that is no larger than Large size and that has a challenge rating of 1 or lower. The beast obeys your commands and takes its turn on your initiative. On your turn, you can command the beast where to move or what actions to take, which require no actions on your part. If you are incapacitated or absent, the beast has free will and protects you and itself. If the beast dies, you can obtain another one by spending 8 hours to befriend another non-hostile beast.

Siege Beast Companion. Starting at 7th level, the maximum challenge rating of the beast that you can have as your companion increases to 2.

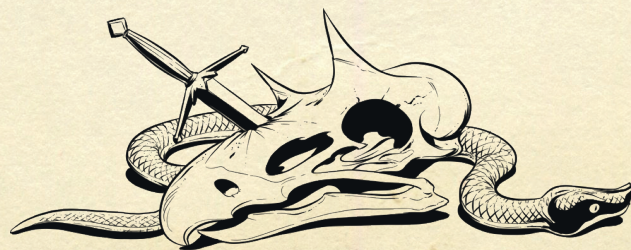
Your beast companion also gains the *Siege Monster* trait, dealing double damage to objects and structures.

Magical Siege Beast Companion. Starting at 11th level, the maximum challenge rating of the beast that you can have as your companion increases to 3 and can be of Huge size.

Your beast companion's natural attacks count as magical for the purposes of overcoming damage resistance.

Greater Magical Siege Beast Companion. Starting at 15th level, the maximum challenge rating of the beast that you can have as your companion increases to 4.

When you are mounted on your beast companion or within 5 feet of it, any creature that attacks you provokes an opportunity attack from your beast companion.



ROGUE

Spellthief

Some never learn how to cast a spell but instead instinctively learn how to handle them, almost as if they were physical objects. The ancient magehunters of the Vordani tribes perfected this special technique, which later spread all over the continent.

A spellthief understands the nature of spells and can reach into a spellcaster's magical pool to take some of it and use it. The most experienced spellthiefs can shake off ranged spells with ease and redirect them as if they have cast it themselves.

Sneaky Interrupt. Starting at 3rd level, your understanding of magic theories equals that of a trained wizard and as such, you know when it's best to strike at them. You gain proficiency in the Arcana skill if you aren't already proficient in it and gain an advantage on your attack rolls against targets maintaining concentration on a spell.

Steal Spell. Starting at 9th level, you can siphon a single spell from

a spellcaster with a precise strike. As a bonus action, after you hit a creature with a melee weapon, you can force the creature to make a saving throw with its spellcasting ability modifier. The DC is 8 + proficiency bonus + your Dexterity modifier.



On a failed save or when targeting a willing creature, you gain a 1st level spell slot and a prepared 1st level spell chosen by you from the creature's known or prepared 1st level spells. At 13th level, the spell level you can steal increases to 2nd level spells, and at 17th level to 3rd level spells. The creature loses a 1st level spell slot, but still knows the spell and can use it normally. For the next 8 hours, you have the spell prepared and can cast it using your spell slots. If the creature is not a spellcaster you don't gain any benefits from this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Unhook Spell. Starting at 13th level, you can untie the fabric of magic and take it over from your opponent spellcaster, keeping it maintained for your own benefit. As a bonus action, after you hit a creature



who is maintaining concentration on a spell with a melee weapon, you can choose not to deal extra damage from your Sneak Attack. Instead, you force the creature to make a saving throw with its spell-casting ability modifier. The DC is 8 + proficiency bonus + your Dexterity modifier. On a failed save, the maintained spell ends on the creature and you gain the spell's benefits for 1 minute. Once you successfully unhook a spell, you can't use it again until you finish a long rest.

Reflect spell. Starting at 17th level, you know exactly how to deflect and divert a ranged magical attack. As a reaction, you can reflect a magical ranged attack made against you back at any target you can see within the spell's range. The range and DC of the spell is the original caster's range and spell save DC. Once you use this feature, you can't use it again until you finish a long rest.

Spy

Spies are masters of infiltration and stealth, able to get out of seemingly impossible situations with the intelligence they seek. They train their memories to remember even the most minute details at a glance, making them valuable agents to recover information. Spies are adept at avoiding notice when needed, pocketing valuable objects or intelligence, and deceiving whoever they encounter with expertly woven cover stories. Some masters of their trade can even pierce the minds of their marks, allowing them to more effectively infiltrate the ranks of organizations they target.

Spycraft. Starting at 3rd level, you become a master of spycraft. You gain proficiency with the Dexterity (Stealth), Dexterity (Sleight of Hand), and Charisma (Deception) skills if you are not already proficient in them or double your proficiency bonus if you are already proficient in them.

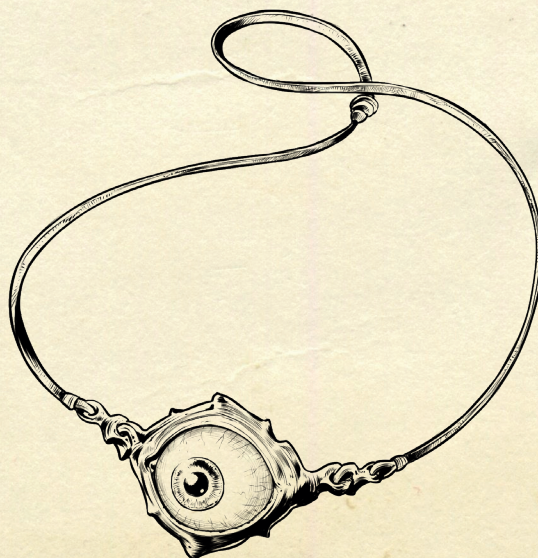
Photographic Memory. Starting at 3rd level, you gain photographic memory and can recall the most minute details of what you've seen. You can recall every

detail of a single image or a single page of script that you've studied for one round. You can recall a number of images or pages up to your Intelligence ability modifier.

Second Chance. Starting at 9th level, whenever you fail a Dexterity (Stealth), Dexterity (Sleight of Hand), or Charisma (Deception) skill check, you can reroll the check as a bonus action. You must use the new result, even if it's lower than the original roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Read Thoughts. Starting at 13th level, as an action you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, you can continue reading its thoughts, as long as your concentration isn't broken (as if concentrating on a spell). While reading the target's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) skill checks against the target.

Master Spy. Starting at 17th level, instead of rolling, you can automatically succeed on a Dexterity (Stealth), Dexterity (Sleight of Hand), or Charisma (Deception) skill check. Once you use this feature, you can't use it again until you finish a short or long rest.



Umbral Stalker

Those who spend their lives in darkness become part of it. The umbral stalker lives in the shadows and strikes unexpectedly. These rogues train to become part of the darkness they live in and to use it to the best of their advantage. Soon, its essence starts to seep into their very beings. Umbral stalkers eventually become able to open a rift into the Shadowrealm and learn to move between the planes, feeling at home in the shadows of both realms.

Eyes of Darkness. Starting at 3rd level, your eyes become adapted to even the deepest darkness. You gain darkvision in a 60-foot radius and can see through even magical darkness.

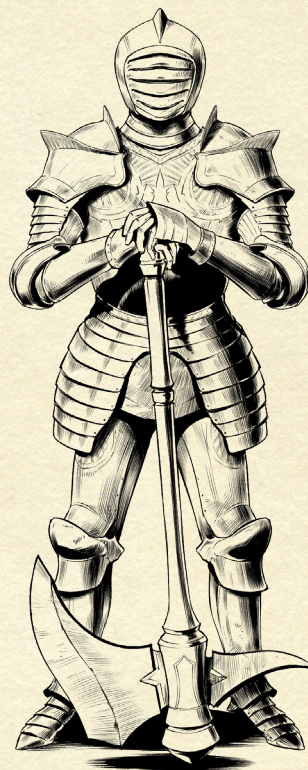
One with the Shadows. Starting at 9th level, you can blend into darkness, making your movement almost undetectable. While under the cover of darkness, you can use your Sneak Attack feature and have advantage on Dexterity (Stealth) skill checks.

Shadow Step. Starting at 13th level, you become able to move through the Shadowrealm to reach your destination. While in darkness, you can use your movement to teleport to a location within the range of your as long as it is also in darkness.

Shadow Rift. Starting at 13th level, you become able to open a narrow rift in the fabric of the planes and transpose yourself to the Shadowrealm and back to the plane from whence you came. As an action, you can travel to the Shadowrealm or return to the plane you came from as if you have cast the *plane shift* spell. You can only use this feature if you are on the Ethereal Plane, the Feyrealm, the Material Plane, or the Shadowrealm. No magical or physical restrictions can prevent you from accomplishing the planar travel made possible by this feature. Once you use this feature, you can't use it again until you finish a long rest.

Umbral Strike. Starting at 17th level, you can attack a creature's life force through its shadow. When you

are able to use your sneak attack, your target's AC against your attack becomes 10 + the creature's Dexterity modifier. You can use this feature only if your target is in darkness, or if its body casts a shadow.



SORCERER

Entropist Bloodline

You carry the forces of entropy in your bloodline, fueled by the elemental rule of chaos, and are driven to turn all things into their natural and eventual state of nothingness. Most sorcerers who are touched by chaos in this manner embrace the gifts of their blood and find use of their abilities in everyday life, while some strive through fanatical devotion to turn all things to dust, acting as agents of destruction. In either case, the magic that infuses their blood lends itself to combat, and many entropists are experts at breaking down the fortifications of their opponents and denying them healing.



Touch of Entropy. Starting at 1st level, your touch destroys non-organic matter. If the nonmagical object isn't being worn or carried, you can choose to cause your touch to destroy a Tiny object at 1st level, a Small object at 5th level, a Medium object at 9th level, a Large object at 13th level, and a Huge object at 17th level. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw against your spell save DC to avoid your touch. If the object touched is a non-magical weapon being carried, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. If the object touched is either a nonmagical armor or a nonmagical shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Aura of Entropy. Starting at 1st level, you emanate an aura of entropy that interferes with the natural order of reality. The radius of your aura is 5 feet at 1st level, but increases to 10 feet at 6th level, 15 feet at 11th level, and 20 feet at 16th level. Within your aura, objects cannot be repaired (ex.: by *mending* spell). Additionally, all healing effects are hampered by your aura and require a DC 10 Constitution saving throw to function.

Entropic Damage. Starting at 6th level, your aura of entropy also dissolves organic flesh. Each creature you choose in your Aura of Entropy must succeed on a Constitution saving throw against your spell save DC or lose a number of hit points equal to 1d4 + your spellcasting ability modifier at the start of each of its turns. While the creature remains in your aura, its body continues to dissolve, and the creature continues to lose hit points at the start of its turns unless it succeeds on the Constitution saving throw. On a successful save, the creature is immune to this effect for 24 hours.

Resistances to Natural Law. Starting at 14th level, you are partially protected against the flow of entropy. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons. You also gain advantage on saving throws against any spell cast or effects created by lawful creatures.



Additionally, you gain advantage against petrification and any other transmutation effect that would change the composition of your body or physical form, like polymorph.

Sphere of Entropy. Starting at 18th level, as an action you can rip the fabric of space and create a swirling void in the multiverse, summoning a *sphere of annihilation* out of raw entropy. The sphere remains in existence for 1 minute, and you have advantage on rolls to control the sphere. You can't use this feature again until you finish a long rest.

Lycanthropic Bloodline

Some descendants of lycanthropes can awaken the power of their ancestors and benefit from the curse that runs in their blood. These individuals become more and more bestial as their dormant heritage slowly awakens, which they sometimes find hard to control. Lycanthropic bloodline sorcerers rely on their newfound natural savagery in combat and benefit from the defensive capabilities of their ancestors.

Keen Senses. Starting at 1st level, your senses become sharper, similar to that of a predator. You gain advantage on Wisdom (Perception) skill checks that rely on sight, hearing, or smell.



Predator's Knowledge. Starting at 1st level, your bestial side awakens, giving you the skills of predators. You gain proficiency in the Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) skills if you are not already proficient in them.

Hybrid Form. Starting at 6th level, you can assume the form of a lycanthrope hybrid. As an action, you can spend 1 sorcery point to transform into a hybrid form for 1 minute and gain the following benefits:

- When you aren't wearing armor, your AC equals 12 + your Dexterity modifier.
- You gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.
- You become proficient with natural weapons.
- Your hands transform into claws that deal 1d6 + Strength modifier points of slashing damage. You can attack twice with your claws, instead of once, whenever you take the attack action on your turn.
- As a bonus action, you can make a bite attack that deals 1d8 + Strength modifier points of piercing damage.

Curse of Silver. Starting at 14th level, the curse coursing in your veins manifests, giving you enhanced invulnerability. You gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Apex Predator. Starting at 18th level, you become an apex lycanthropic predator infused with magic. When using your Hybrid Form class feature, you gain the following additional benefits:

- When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- Your claw damage increases to 2d4 + Strength modifier points of slashing damage.
- Your bite damage increases to 2d6 + Strength modifier points of piercing damage.
- You gain an additional attack action on each of your turns.



Primordial Energy Savant

The bloodline of the ancient primordial elementals runs in only a few creatures on the Material Plane. These creatures are partially composed of the elements that make up the fabric of all worlds, making them less vulnerable to energy effects. Primordial energy savants are conduits of elemental power who can nurture their heritage to an extent where they can freely access all of the elements to imbue their spells. At the peak of their power, the connection of these elemental-infused creatures on the Elemental Planes is so strong that they can tear a gateway to them using their sheer forces of will.

Voice of the Elements. Starting at 1st level, you innately become able to converse with those who speak the language of the elements. You can understand and speak Auran, Aquan, Ignan, and Terran.

Primordial Physiology. Starting at 1st level, your anatomy resembles that of an elemental, making you less vulnerable to elements and certain conditions that affect the body. You gain advantage on saving throws against being petrified or poisoned. You also gain a damage threshold of 2 against acid, cold, fire, lightning, radiant, and thunder damage.

Energy Admixture. Starting at 6th level, you become able to choose the element you wish to create with your spells. You can spend 1 sorcery point to change the damage type of a spell that causes acid, cold, fire, lightning, radiant, or thunder damage to any of the damage types that you can change.

Heightened Primordial Magic. Starting at 14th level, your element-based spells become harder to resist. When you cast a spell that deals acid, cold, fire, lightning, radiant, or thunder damage and forces a creature to make a saving throw to resist the effects of the spell, you can spend 3 sorcery points to give all targets of the spell disadvantage on their first saving throw made against the spell.

Elemental Gate. Starting at 18th level, you can open a portal to any of the elemental planes. You can cast the *gate* spell to open a portal to an Elemental Plane. Once you use this feature, you can't use it again until you finish a long rest.

WARLOCK

Chaos Wielder

Chaos Wielders choose the Elemental Chaos as their patron, allowing them to tap into the raw forces of chaos and manipulate fate itself. In their temperaments, these warlocks often resemble the force they serve - they are erratic and sometimes even nihilistic, not bound by any standards of laws or social norms. As a result, Chaos Wielders are usually spurned by the rest of society and are considered dangerous in their seemingly incomprehensible motives.

Expanded Spell List. At 1st level, the Elemental Chaos lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Chaos Wielder Expanded Spells

Spell Level	Spells
1st	<i>bane, bless</i>
2nd	<i>flaming sphere, spiritual weapon</i>
3rd	<i>blink, call lightning</i>
4th	<i>confusion, polymorph</i>
5th	<i>flame strike, reincarnate</i>

Wild Magic. Starting at 1st level, your spells can have unforeseen consequences. You can choose to apply a Wild Magic Surge effect immediately after you cast the spell. Roll for a random effect on the Wild Magic Surge table on page 104 of the Player's Handbook. You can use this feature a number of

times equal to half your warlock levels rounded down, and you regain all expended uses when you finish a long rest.

Flows of Chaos. Starting at 6th level, you can manipulate fate using the power of chaos. When any creature makes an attack roll, ability check, or saving throw, you can use your reaction to roll 1d4 and apply the number rolled as a bonus or penalty to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur. At 10th level, this dice increases to 1d6, and at 14th level this dice increases to 1d8. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Order in Chaos. Starting at 10th level, you can manipulate the energies of your spells for optimal effect. For any spell that requires a dice roll, you can roll twice and take the desired roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Twisted Fate. Starting at 14th level, you can manipulate your fate and those of others. When any creature makes an attack roll, ability check, or saving throw, you can use your reaction to give advantage or disadvantage to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Dragon Patron

Warlocks who venerate a Great Wyrms are bestowed with powers that emulate those of their draconic patrons. Their patrons share their blood with these warlocks, slowly transforming their physical forms as they gain draconic features like claws and even wings, as well as the senses and frightful presence of their mighty master.

Expanded Spell List. At 1st level, your Great Wyrms patron lets you choose from an expanded list of

spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Dragon Patron Expanded Spells

Spell Level	Spells
1st	<i>feather fall, hunter's mark</i>
2nd	<i>darkvision, enhance ability</i>
3rd	<i>clairvoyance, haste</i>
4th	<i>freedom of movement, stonewall</i>
5th	<i>geas, legend lore</i>

Dragon's Tongue. Starting at 1st level, you can speak, read, and write Draconic. Additionally, whenever you make a Charisma ability check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon's Claws. Starting at 1st level, your hands become clawlike that you can use to make attacks. The claws have a reach of 5 feet, can be used as an unarmed strike, and deal 1d6 + Strength modifier slashing damage on a hit.

Draconic Ancestry. Starting at 6th level, you become dragonlike in your nature. You gain the *Draconic Ancestry*, and associated *Breath Weapon* and *Damage Resistance* traits of the Dragonborn race.

Dragon's Senses. Starting at 10th level, you gain blindsight 30 ft. Additionally, you sense the presence of any treasure worth over 100 gold pieces within 120 feet of you. This ability merely reveals that treasure is present. You don't learn the location of the treasure, but you do learn its general value. This ability can't locate treasure if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Dragon Wings. Starting at 14th level, you gain the ability to sprout a pair of dragon wings from your





back, gaining a fly speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Frightful Presence. Starting at 14th level, you can channel the dread presence of your dragon ancestor, causing those around you to become frightened. As an action, you can draw on this power and exude an aura of fear to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were concentrating on a spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw against your spell save DC or be frightened until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. Once you use this feature, you can't use it again until you finish a short or long rest.

Witchservant

Hags can sense those who seek power desperately and are willing to spread the malice of their patron to cause discord and misery. Witchservants are usually bitter, power-hungry individuals who live hidden in society. They live as average citizens and practice their devotions secretly, gathering only to conduct vile rituals and contact their hag patrons for guidance. Various hags have a decent number of servants in Aglarion who treat their subjects as expendable assets.

Expanded Spell List. At 1st level, your hag patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Witchservant Expanded Spells

Spell Level	Spells
1st	<i>bane, hideous laughter</i>
2nd	<i>blindness/deafness, darkvision</i>
3rd	<i>bestow curse, tiny hut</i>
4th	<i>divination, polymorph</i>
5th	<i>commune, contagion</i>

Hag's Form. Starting at 1st level, you can mimic the shape-changing ability of your hag patron. As a bonus action, you can magically polymorph into a Small or Medium humanoid for one hour. Your statistics are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. Once you use this feature, you can't use it again until you finish a long rest.

Dark Devotion. Starting at 1st level, your hag patron bolsters your determination. You have advantage on saving throws against being charmed.

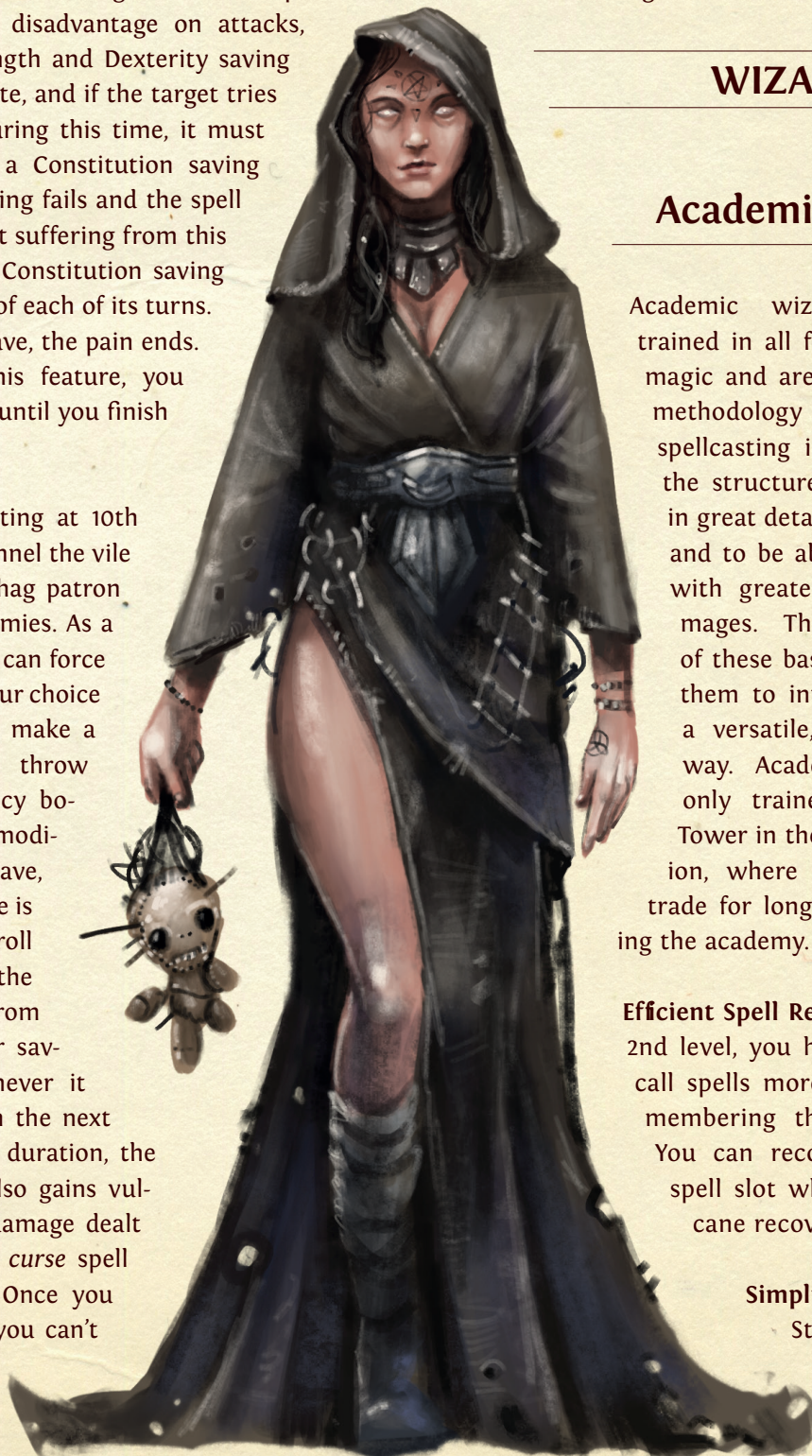
Painful Incantation. Starting at 6th level, you can cause intense pain with your damaging spells. As a



bonus action, you can choose to use painful incantation when you roll damage for a spell and force the damaged creature to make a Constitution saving throw (DC 8 + proficiency bonus + Charisma modifier). On a failed save, the target creature's speed is halved, it has disadvantage on attacks, skill checks, Strength and Dexterity saving throws for 1 minute, and if the target tries to cast a spell during this time, it must first succeed on a Constitution saving throw or the casting fails and the spell is wasted. A target suffering from this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends. Once you use this feature, you can't use it again until you finish a long rest.

Malediction. Starting at 10th level, you can channel the vile energies of your hag patron to curse your enemies. As a bonus action, you can force one creature of your choice within 30 feet to make a Charisma saving throw (DC 8 + proficiency bonus + Charisma modifier). On a failed save, the target creature is cursed and must roll 1d6 and subtract the number rolled from its attack rolls or saving throws whenever it makes one within the next 1 minute. For the duration, the target creature also gains vulnerability to all damage dealt by you. A *remove curse* spell ends this effect. Once you use this feature, you can't use it again until you finish a long rest.

Ethereal Passage. Starting at 14th level, you gain the ability to traverse the Ethereal plane. You can cast *etherealness* without using a spell slot. Once you use this feature, you can't use it again until you finish a long rest.



WIZARD

Academic Wizard

Academic wizards are highly trained in all forms of schools of magic and are specialized in the methodology and procedures of spellcasting itself. They analyze the structure of spell formulas in great detail to optimize them and to be able to handle them with greater ease than other mages. Their understanding of these basic concepts allows them to interchange spells in a versatile, almost effortless way. Academic wizards are only trained in the Arcane Tower in the kingdom of Aglaron, where they master their trade for long years before leaving the academy.

Efficient Spell Recovery. Starting at 2nd level, you have learned to recall spells more efficiently by remembering their key variables. You can recover an additional spell slot when using your arcane recovery class ability.

Simplified Spell Rituals. Starting at 2nd level, you have mastered conducting rituals by



focusing on their most fundamental structures. Instead of the usual 10 minutes required to cast ritual spells, you can cast the ritual version of a spell in 1 minute.

Expedient Spell Preparation. Starting at 6th level, you can prepare spells faster than usual. Preparing a new spell takes 1 round per spell level for you instead of the usual 1 minute per spell level.

Elevated Spell Power. Starting at 10th level, you attain an optimized form of spellcasting methodology, which makes your spells more powerful. Spells you cast are considered to be one spell slot level higher than their actual spell slot level.

Combined Spell Effects. Starting at 14th level, you learn how to apply spells so that their effects are combined. You can apply and stack the same magical effect of a spell to a target one additional time. Once you use this feature, you can't use it until you finish a long rest.

Arcane Sentinel

Magic is reliable, it is hard to cheat, and is a more convenient tool to safeguard riches or secrets than intelligent guardians or monsters of any kind. Arcane sentinels are abjuration-spe-

cialist wizards who focus on magic that wards areas and prevents intrusion. Their spells are more durable, harder to remove, and more deadly when properly placed. Master Bertio Ranberd is the most renowned practitioner of the arcane sentinel school in Aglarion, teaching his secret formulas at his shop and boarding school, the Emporium of Marvelous Rarities.

Practiced Abjurer. Starting at 2nd level, you become practiced at learning abjuration spells. The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Advanced Alarm. Starting at 2nd level, you gain deeper insight into the working of the *alarm* spell. The duration of an *alarm* spell cast by you becomes 24 hours, and it can be both mental and audible. You can also designate other willing creatures to be alerted by your *alarm* spell's mental alert.

Empowered Glyph. Starting at 6th level, you can inscribe the *glyph of warding* spell in an instant and make it more potent. You can cast the *glyph of warding* spell as an action without using a spell slot and reroll a number of the damage dice equal to your Intelligence modifier (minimum 1) when using the spell's explosive runes option. You must use the new rolls. Once you use this feature, you can't use it until you finish a long rest.



Tenacious Abjurations. Starting at 10th level, your abjuration spells become hard to dispel. An attempt to use *dispel magic* or *counterspell* spells against your 3rd or lower level abjuration spells requires an ability check. All ability checks made to dispel an abjuration spell cast by you have disadvantage.

Logical Defense. Starting at 14th level, you can deduct the outcome of a threat directed at you. As a reaction, you can add your Intelligence modifier (minimum 1) as a bonus to your AC or a saving throw made against a spell.

School of Shadow

The arcane studies of the school of illusions led some specialist mages to discover ways to infuse their spells with shadow material drawn directly from the Shadowrealm. These illusions are tangible, almost real manifestations of their creator's creativity that can physically interact with their surroundings. Most shadow wizards in Aglarion treat their knowledge as a highly kept secret that they rarely teach to others. Many of them have succumbed to the negative influence of the umbral powers they have learned to manifest, turning into bitter, emotionless versions of their former selves.

Darksight. Starting at 2nd level, your eyes have adapted to darkness. You gain darkvision with a 60-foot radius, or your darkvision's radius improves by 60 feet if you already have darkvision.

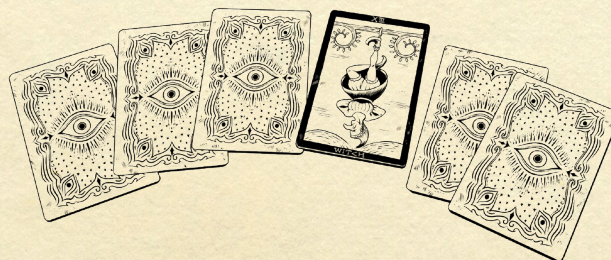
Shadow Shield. Starting at 2nd level, you can instantly create a tangled mass of shadows that make you harder to hit. You can use your reaction to conjure a shadowy aura that negates one hit by an attack that targets you. You can't use this feature again until you finish a short or long rest.

Pseudo Reality. Starting at 6th level, you can empower your illusions with quasi-real shadows that deal damage. When you cast a 1st or higher level spell to create the image of an object, creature, or visible phenomenon, you can choose to cast your spell to deal 1d6 psychic damage per spell level every turn to those

creatures that are affected by it. Affected creatures can make an Intelligence saving throw to halve the damage. Physical interaction with the image does not reveal it to be an illusion. A creature that successfully disbelieves the image by taking an action to make a successful Intelligence (Investigation) skill check becomes immune to the damage dealt by the spell.

Shadow Evocation. Starting at 10th level, you can create a barrage of illusory damaging spells formed out of semi-real shadowstuff. As an action, you can choose an evocation spell that deals damage. You cast this spell as an illusion spell using a spell slot equal to the spell level of the chosen spell. Otherwise, the spell works exactly like the original spell. The affected creature must make the saving throws as described in the spell's description. However, a creature affected by a shadow evocation spell must first make an Intelligence saving throw. On a failed save, the creature believes the spell to be real and takes damage from the spell as normal. On a successful save, the creature takes only half damage.

Shadow Conjunction. Starting at 14th level, you can create a quasi-real creature made out of shadows. As an action, you can cast the *conjure elemental* spell without expending a spell slot or material components, but instead of conjuring an elemental, you can create an illusory creature of challenge rating 6 or lower of any type. A creature that uses its action to examine the illusory creature can determine that it is an illusion with a successful Intelligence (Investigation) skill check against your spell save DC. If a creature discerns the illusory creature for what it is, the creature can see through the image and takes only half damage from the illusory creature, and has advantage on saving throws and ability checks made against the illusory creature. Once you use this feature, you can't use it until you finish a long rest.



PLAYER OPTIONS

FEATS

The following 13 new and unique feats establish backgrounds and special flares to a few notable NPCs in Crown of the Oathbreaker. They incorporate options that players can use to give flavor to their characters and have a deeper connection to the available subclasses that we have created as well.

Adaptive Personality

You are a master of social interactions and make-believe, wearing your personality as a sleeve to fit any occasion.

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when interacting with someone for the first time.
- Your demeanor can even cloak your alignment, fooling divinations made to determine it. Choose the alignment you wish to enact and divination spells will show your chosen alignment.



Blessed Spirit

Your sanctified spirit protects you from curses and you can detect the auras of cursed items or creatures.

- Increase your Wisdom score by 1, to a maximum of 20.
- If you fail a saving throw against a curse or curse effect, you can reroll the saving throw with advantage at the start of your next turn. You can't use this feature again until you finish a short or long rest.
- As an action, you can sense the presence of cursed items or creatures within 30 feet of you for 1 minute. If you sense curses in this way, you can use your action to see a faint aura around any visible creature or object in the area that is cursed. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You can't use this feature again until you finish a short or long rest.



Braveheart

You are used to scary situations and easily overcome your fear.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain advantage on saving throws against being frightened.
- You can reroll a saving throw against being frightened that you fail. If you do so, you must use the new roll. You can't use this feature again until you finish a short or long rest.



Focused Aim

You can target ranged attacks more precisely by focusing only on the shot but letting your guard down. As a bonus action, you can focus your aim to gain the following benefits and penalties until the start of your next turn:

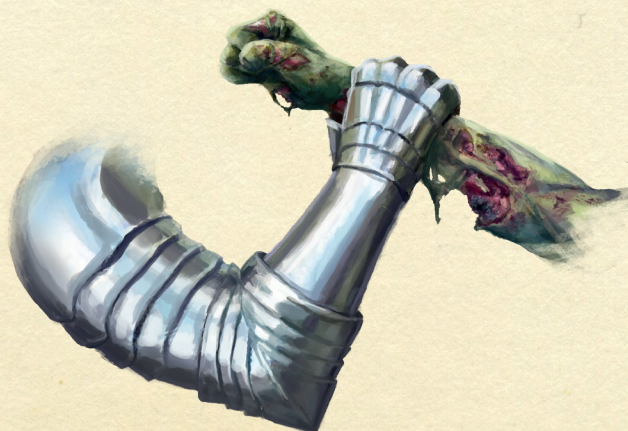
- You gain advantage on your first ranged attack on your turn, but all attacks against you are made with advantage until the start of your next turn.
- You gain 1d4 damage on your first ranged attack on your turn.



Gravetouched

You have been exposed to necromantic powers so many times that you have become somewhat resistant to them.

- You gain damage resistance against necrotic damage.
- You gain advantage on saving throws against effects that deal necrotic damage.





Guardian

You protect your allies and sense danger before it happens. You gain the following benefits:

- You gain a +1 bonus to AC if there are allies within 5 feet of you.
- As a reaction, you can protect an ally who is within 5 feet from you from an attack of opportunity. If you use this action, the attack automatically misses.



- When an ally who is within 5 feet of you is attacked, you can shield them with your body. As a reaction, you switch the target of the attack to yourself, using your own AC to determine if the attack hits and taking damage if it does.

Hellfire Channeler

Hellfire courses through your veins, and you can channel it into your fire spells for devastating effect against creatures who would otherwise be unharmed.

- Whenever you cast a spell that deals fire damage, you can substitute hellfire damage for half of the total damage dealt. Creatures cannot reduce this half of the damage even if they have resistance or immunity to fire damage, however, devils are immune to hellfire.



Mounted Charger

You are a master of charging into the fray on your mount. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creatures that are smaller than your mount.
- When your mount takes a dash action, and you hit a creature with a melee attack in the same round, your attack deals an additional 1d6 damage.
- When wielding a lance, you don't have disadvantage when attacking a target within 5 feet of you.

Scourge of the Undead

You gain powers to resist and punish the living dead.

- You gain advantage on saving throws against necromancy spells or being charmed, frightened, or possessed by undead creatures.
- Your weapon attacks score a critical hit on a roll of 19 or 20 against undead creatures.



Shadowcaster

You can infuse your illusion spells with the essence of shadows, making them more persistent and less resistible.

- The DC to end or dispel your illusion spell or interrupt you in casting an illusion spell is 13 + your spell's level.
- The duration of your illusion spells is doubled.
- You can spend an extra spell slot of the same spell level when you cast an illusion spell. The saving throw against your spell or the Intelligence (Investigation) skill check to discern your spell is made with a disadvantage.



Spell Tattoo

You can create a tattoo etched into your skin with magically treated ink and infused with a spell that you can cast. The tattoo is drawn in a design that resembles the specific spell placed within it, which must be of 1st level. It takes a day of work to imprint the tattoo and costs 100 gold pieces for the material components. You gain the following benefit:

- You can cast the spell weaved into the tattoo as a bonus action. You regain the ability to cast the spell when you finish a long rest.



Stern Justicar

You have seen all the dirty little tricks, making you hard to fool. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Intelligence (Investigation) checks to disbelieve illusions.



Trap Engineer

You can easily detect and disarm traps using your vast understanding of their workings and mechanical parts. You gain the following benefits:

- You gain proficiency in the Investigation skill to deduce the workings of traps. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it for this purpose.
- You gain proficiency in the Perception skill to detect traps. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it for this purpose.
- You gain proficiency with the artisan's (engineering) or thieves' tools and can use them as part of a Dexterity check to disarm traps. If you are already proficient with them, you add double your ability bonus to checks you make with them for this purpose.



PLAYER OPTIONS

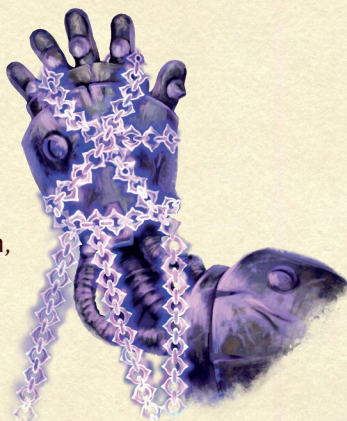
SPELLS

The following 16 new and unique spells give flavor to many NPCs, locations, and situations in the Crown of the Oathbreaker adventure. All of them can be researched, emulated, or accessed by the characters as they progress in spellcasting levels.

Disable Construct

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
(a gear made of metal)
Duration: Concentration,
up to 1 minute
Classes: Bard, Sorcerer,
Wizard



Choose a construct that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration even if the target is immune to being paralyzed. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target an additional construct for each slot level above 4th. The constructs must be within 30 feet of each other when you target them.

Fortify Soul

4th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 8 hours
Classes: Cleric, Paladin

You resist external influences to your soul through your unbreaking faith. You gain immunity to any effect that would influence your soul (such as the *magic jar* spell or a hag's *nightmare haunting* ability).





Immobilize

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (tendrils from the roots of an oak)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

Even if this defies gravity, a creature or unattended item you touch becomes magically fixed in place. A creature must succeed on a Strength saving throw or become restrained for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target. An item immobilized by the spell can hold up to 8,000 pounds of weight. More weight causes the item to fall. A creature can use an action to make a DC 30 Strength check, moving the fixed item up to 10 feet on a success.

At Higher Levels: When you cast this spell on an item using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Infuse with Entropy

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of ash)

Duration: Concentration, up to 1 minute

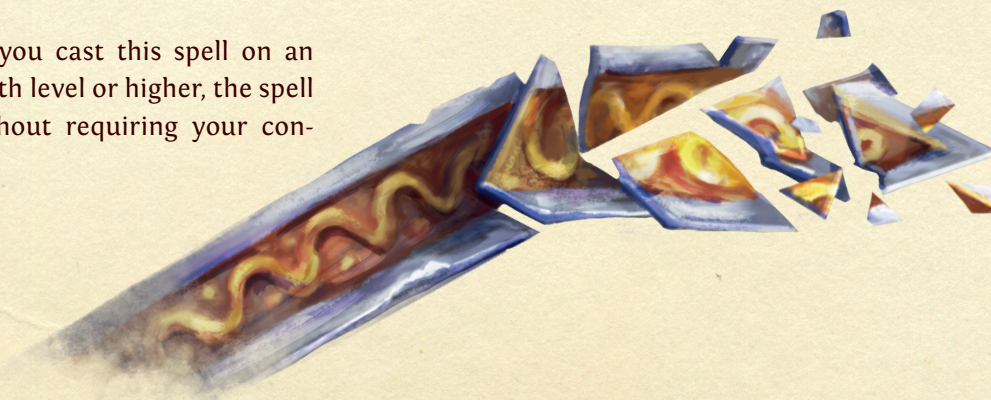
Classes: Bard, Sorcerer, Warlock, Wizard

You alter the structure of an object or the body of a creature, which starts to lose its structural integrity or decompose.

Choose a creature that you can see within range. The target creature must make a Constitution saving throw. On a failed save, it takes 11 (2d10) force damage at the start of its turn and has disadvantage on ability checks and saving throws for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Choose an object that you can see within range. This spell destroys a large or smaller nonmagical object in three rounds. If the target is a huge object, this spell causes it to become damaged, or renders it useless if it has a complex mechanism or moving parts. A magic item is unaffected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.





Instant Tent

5th-level conjuration

Casting Time: 1 minute

Range: 120 feet

Components: V, S,

M (a small piece of silk cloth)

Duration:

8 Hours

Classes:

Bard, Sorcerer, Wizard



You conjure a tent of a magnificent size that lasts for the duration.

The tent is a large “Big Top” tent with an oval shape of 50 by 75 feet and is open on the sides. The colors and the designs on the canvas are determined by you when you cast the spell. The tent is waterproof and well-fastened to the ground, its magic preventing it from tipping.

The tent is made of magical canvas, supported by iron poles. The ten supporting poles each have AC 19 and 24 hit points, immunity to damage from non-magical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the tent (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes one column to regain 50 Hit Points.



Lungrot Vapor

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of lung tissue harvested from a corpse)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

A 20-foot-radius sphere of vile-smelling necrotic gas of a green shade magically swirls forth from a point that you choose within range. The gas eats away at the lungs of any creature in the area and creates a particular form of choking zombie from those who die due to the spell. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell’s area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one. Creatures are not affected if they hold their breath or don’t need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

If a creature falls to 0 hit points, it rises as a **zombie** at the end of the round with the following modification:

- **Choking Strike.** The zombie chokes the living, trying to suck the air from the lungs of its victims. Any creature hit by the slam attack of the zombie must succeed on a Constitution saving throw (DC equals 10 + the zombie’s Constitution ability modifier) or gain one level of exhaustion.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.





Melancholic Melody

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of dried lavender petals)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

The air fills with a melancholic tune, otherworldly and disheartening, emanating from a point of your choice within range. Each creature in a 20-foot-radius centered on that point that hears the melody must make a Wisdom saving throw. On a failed save, an affected target becomes frightened for the duration and takes 1d6 psychic damage every round. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. On a successful save that creature is unaffected and is immune to the effects of the spell for 24 hours.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the emanation increases by 10 feet for each slot level above 4th.

Melt Flesh

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a strip of tallow)

Duration: 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard



You disfigure your enemy, melting their muscles, sinews, or flesh and making them weaker and clumsier. Choose a creature that you can see within range. The target creature must make a Constitution saving throw. On a failed save, choose an ability score from Strength, Dexterity, Constitution, or Charisma. The Target creature has disadvantage on ability checks made with the chosen ability score for the duration of the spell.

Music of the Spheres

3rd-level transmutation

Casting Time:

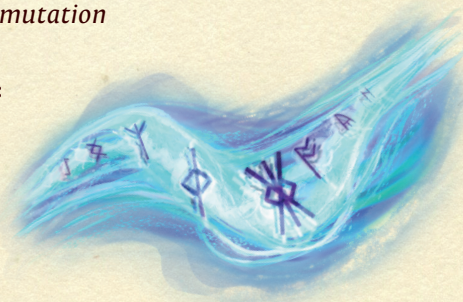
1 hour

Range: Self

Components: V, S, M (a page of sheet music)

Duration: Instantaneous

Classes: Wizard



You can cast this spell during an uninterrupted short rest while studying your spellbook. Your mind is transported to the outer reaches of the cosmos, and you hear the music of the spheres, composed of melodies by pure magical energies. During the short rest, you can recover a combined level of spell slots equal to your wizard level when using your arcane recovery class ability.



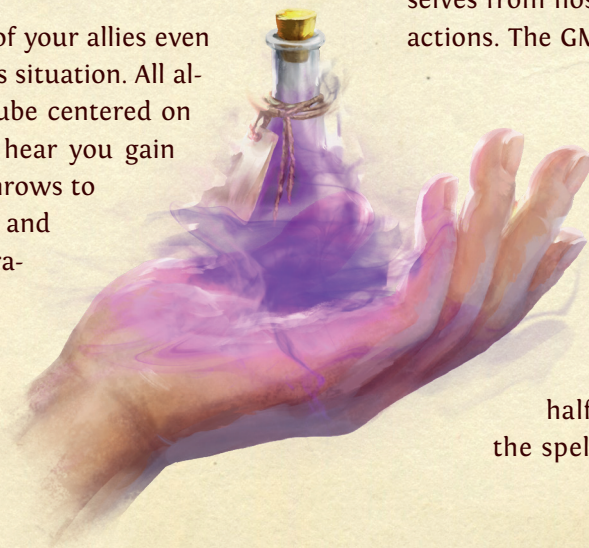


Rally

3rd-level enchantment

Casting Time: 1 action
Range: Self (30-foot cube)
Components: V, S, M (cloth from a flag)
Duration: Concentration, up to 1 minute
Classes: Bard, Cleric, Paladin, Ranger

You boost the morale of your allies even in a seemingly hopeless situation. All allies within a 50-foot cube centered on you that can see and hear you gain advantage on saving throws to resist being charmed and frightened for the duration of the spell.



Shadowcraft Conjuration

4th-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Classes: Bard, Sorcerer, Warlock, Wizard

You can conjure any creature through potent illusions that are partly material. You summon illusory creatures made of shadow material that take form and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One creature of challenge rating 2 or lower
- Two creatures of challenge rating 1 or lower
- Four creatures of challenge rating 1/2 or lower
- Eight creatures of challenge rating 1/4 or lower

Each shadow creature retains its type, and disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

When a shadow creature attacks or interacts with a target, the target must succeed on a Wisdom saving throw to disbelieve the illusion. On a failed save, the shadow creature deals full damage. On a success, the shadow creature only deals half damage and has half of its total hit points for the rest of the spell's duration.



Shadowcraft Evocation

4th-level illusion

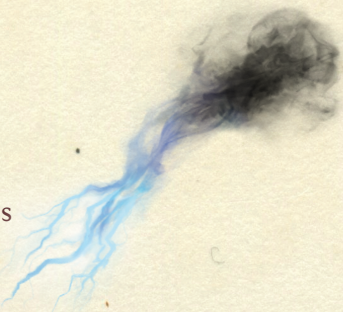
Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard



You unleash bursts of magical energy through potent illusions that are partly material. You can choose to emulate any evocation spell of 3rd-level or lower that deals damage and has a casting time of 1 action by casting this spell. Before the regular effects of the replicated spell are determined, the target must first succeed on a Wisdom saving throw to disbelieve the illusion. On a failed save, the spell deals full damage. On a success, the spell only deals half damage. The damage type of the spell is determined by the spell being replicated.

ing worn or carried also takes the damage if it's in the spell's area. The spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Shout

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard



You unleash the power of your voice to devastating effect. You emit an ear-splitting yell that damages creatures. Each creature in a 15-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 5d8 thunder damage. On a successful save, the creature takes half as much damage.

In addition, a creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't be-

Steadfast

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

(wood from the roots of an oak)

Duration: Concentration, up to 1 minute

Classes: Cleric, Ranger, Paladin

Your spell makes it harder to knock you down or to unseat you if you are mounted.

You gain advantage on saving throws against spells and on Strength (Athletics) or Dexterity (Acrobatics) skill checks against grappling creatures and effects that attempt to push you or force you to become prone. You also gain advantage on saving throws and ability checks against any effect that would force you to fall from the back of your mount.





Suffocate

6th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small vial of smoke)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You extract the air from your enemy's lungs and fill it with smoke to cause suffocation. Choose a creature that you can see within range. The target must succeed on a Constitution saving throw. On a failed save, the target creature is paralyzed for the duration and starts to suffocate as it has run out of breath. This spell has no effect on constructs, plants, undead, or other creatures that don't breathe. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th. The creatures must be within 30 feet of each other when you target them.



Wither Limb

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of ash from a corpse)

Duration: 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You hinder your enemy's movement, or their combat abilities, or both. Choose a creature that you can see within range and the creature's arms or feet. The target creature must make a Constitution saving throw.

If you choose its arms, on a failed save, the target creature gains disadvantage on attack rolls and ability checks that require the use of an arm. If you cast this spell again on the same creature's arms and the target fails the saving throw a second time while under the effect of the same spell, the target creature loses the function of their arms entirely.

If you choose a leg, on a failed save, the target creature's movement speed is halved. If you cast this spell again on the same creature's feet and the target fails the saving throw a second time while under the effect of the same spell, the target creature loses the function of their leg and becomes restrained.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.



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